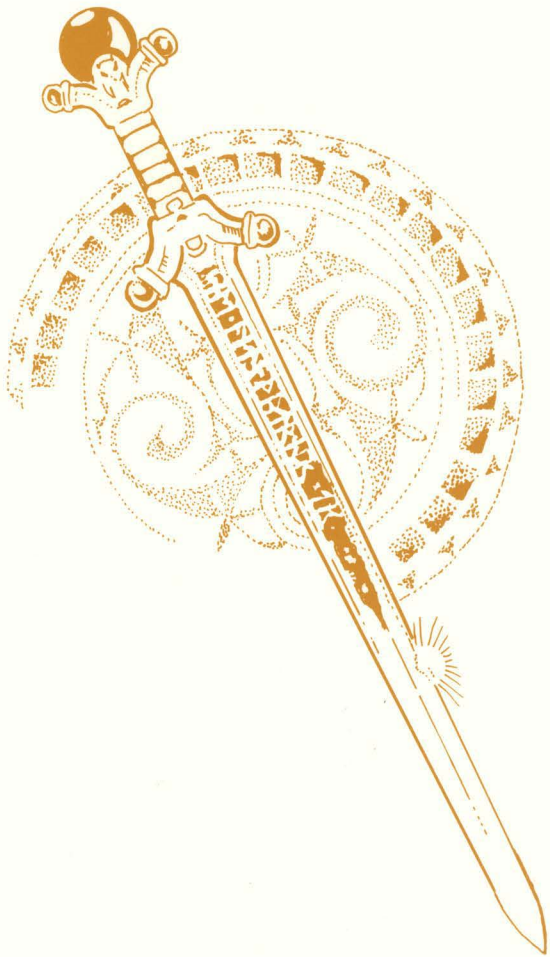
The YOUNG PALADIN'S *Primer*



Compiled by Statistician
and Apprentice Historian
Nevs Mofbard

The YOUNG PALADIN'S Primer

Dear Brandon

I hope this tome helps bring you closer to making your dreams come true!

Nevs

P.S. Perhaps you recognize the boy in the introduction!

Compiled by Statistician and Apprentice Historian

Nevs Mofbard

To all readers who wish to enter the noble Order of Paladins, I bid you welcome. I hope that this work helps you better understand what you are endeavoring to do, and what challenges you are asking to encounter. I hope that none of you, aspiring warriors all, think that this will be an easy road to travel!

The trials of the Paladin are many and fearsome. Not only is he (or she) constantly putting himself in peril, facing foes of every imaginable breed and origin. But the Paladin must also subscribe to a rigid code of honor and chivalry, that impels him to offer his aid and services for any and all just causes — to put his life and soul between the endangered and the evil-hearted. Look where any common hero or swordsman refuses to go in answering the call to arms, and you will always find a Paladin there, fulfilling his duties without complaint or hope for remuneration.

To some of you, this will come as a shock. Others among you are right now reconsidering whether they are ready for such a lifetime's commitment. For those readers ready to stop reading now, I have a tale I wish to relate before you put down this book. It concerns a boy of less than nine years, living in this quiet part of the city in which I reside.

ne day, over a year ago, a young child came into my office, where I perform statistical duties for the King's Bureau of Sub-Accountants. He was a scruffy thing, dressed in orphan's rags and smeared with black soot. I was prepared to shoo him out of my office at once, before I noticed the focus of his attention. He was studying the small shelf of books I kept behind my desk; reading the titles on their spines, neck bent so his ear touched his shoulder. Seldom did I see books light such a fire as they did in his eyes.

I put my quill back in its pot, intrigued enough to set aside the day's work. "They're history books," I explained.

"I know," the boy replied, neck still bent. He seemed mesmerized by them, and it took him a moment to aright his head and look at me. "I've heard of some of those names, but there are so many of them —"

"My boy, there are countless places beyond the walls of the city, so many that I could fill this room with books describing them." He did not register the surprise that I expected such a comment to inspire, so I inquired further. "How are you familiar with these places?"

"Oh, I've visited some of them." He stepped behind my desk — such a forthright act for a young stranger! And to have traveled so far, and yet look like an orphan; he had me perplexed. He fingered a folded, cloth map held between two books, and opening it, pointed out locations leading away from our fine city. "Yaar's Land. Kimonn's Keep. Riestannd Cove. River's Run..."

I watched as his finger continued, carving a path that lead to — "Kalimore?! Boy, you came from Kalimore?"

He looked away. "I was born there."

I suspected I knew why he looked so suddenly downcast, as I had chronicled the recent history of that vile place — written of the heartless "purges" of the peasant class by the dark sub-lords, acting in their leader's absence. I hazarded a guess. "And is that why you are an orphan?"

He looked back, his face a stoic mask. "My parents were murdered by Kalimore's rulers. Their armies of Darkness destroyed our entire village for purposes that no one could surmise." He looked back at the map, dabbing his slender finger back along the path he traveled. "I was the one of the few to escape death. A caravan of homeless and orphans crossed the countryside, looking for haven, until we found it here."

The boy's tale filled me with — no, not pity — but rage, outrage that such vile deeds could occur without being avenged. "Those devils," was all I could manage in sputtered response. Then, trying to change the subject, I asked, "What have you done since then?"

"Oh, I work at different odd-jobs, aiding various craftsmen and laborers with their occupations. The orphanage lets me roam the city if I can make wages to support myself." But the boy spoke in an off-hand way, as if something else were still on his mind.

"You are still angry for what happened to your parents," I surmised.

"Not angry. Determined." He quietly folded and put away the map. "I know that some day, perhaps some day soon, a Paladin will sweep through Kalimore, and right the horrible wrongs done in the dark lord's name. Then and only then will holy justice be restored to the land."

He spoke with such conviction that I was surprised. "A Paladin? Who? From where?"

The boy squeezed the two books tight against the folded map, looking inwards towards the light from which the brightest and greatest dreams shine. "I shall be that Paladin."

I am ashamed to say that at first, I did not take the boy as seriously as I could have. "You must be jesting — you, a Paladin? You are but a child!" I rocked back in my chair. "A Paladin studies for years, trains and pushes himself to the breaking point and beyond! He faces every imaginable foe, villains ten times a match for him, and still triumphs against

them! It's not a choice for a boy to make." I could not help but chuckle. "It's not like playing 'Knights and Dragons,' you know."

He whipped around to face me. "I know all of that! I know how I must suffer! I'm aware of the dangers and I've decided to face them!" He held a clenched fist to his heart. "I shall devote my entire life to becoming a Paladin, and a Paladin I shall someday be!"

I was silent for a few moments, at loss for words. The boy stood before me, shaking as if that declaration had poured from straight out of his heart, and now nearly all his energy was spent. I slowly got out of my chair, and pulled the largest, most beautiful book down from the shelf. I brushed the dust off of the gold-leaf letters on the cover — "The History of the Virtuous Warrior." I held the book before him, with complete seriousness and new-found respect for this lad. "Well, young Paladin-in-training, your first weapon in the struggle against evil shall be knowledge. Later, you will learn how to hone your physical skills to the ultimate, from wise people other than myself. But for now, perhaps this tome will suffice."

He looked, amazed, at the leather cover of the book before him. With trembling hands he clutched it, as if a fragile treasure. If the boy was not made of such stern stuff, I suspect he would have cried.

I let go of the book, now happily in his possession. I sat down, my heart warming to the times I envisioned ahead for us. "When you have finished reading that one, come back here, and I shall give you a proper quizzing on it. Then we'll move onto the next one." The boy was still dumbstruck. "After all," I said, "how can I be a virtuous man, if I do not help fulfill the dreams of a Paladin?" I held my hand out to him. "My name is Nevs."

He took my hand with an adult's strength, and we shook. "And my name is Brandon." He eyed the spines of the books again, and his eyes grew wide. "You wrote all of these! Then you are certainly a most virtuous man!" And at that moment, he certainly seemed virtuous and mature enough to know.

My intentions with this work are to help you make that first step down the hard road of sacrifice towards honor and glory. Always remember, as the darkness of tyranny and evil weigh heavily upon you, that the goal is worth the fight.

Humbly,

The Virtuous and Dangerous Life of the Paladin

"Paladins are made, not born."
— Scott the Stout-hearted

"Self-made, actually."
— Scott the Stout-hearted, five minutes later

When the world thinks of a Paladin, they think of the epitome of the skilled warrior. It should come as no surprise, however, that in reality Paladins are not born into the world with such profound ability.

For the young man (or woman, as the Order welcomes skilled warriors of both genders, though for brevity's sake I refer solely to the masculine) who wishes to become Paladin, the key words are practice, practice, and more practice. Training in physical abilities such as melee swordplay, ranged weaponry and basic calisthenics should begin as soon as possible, either with the aid of an experienced tutor or, in some cases, with self-motivated exercises. (For instance, a solid stick and a swinging sack on a rope are all one needs to learn the rudiments of swordplay.) Meanwhile, the young man should strive to increase his mental acuity and general knowledge, using any and all resources available to him. Anything and anyone, from a fully-stocked library to a wizened older relative, should be exploited in this broadening of one's mind. Often overlooked by novices, one's mental abilities will help the Paladin analyze and react to a battle situation, and even see the unseen.

When a young man is ready, he may approach the Order of Paladins and state his intentions. He will be tested and judged by the Order; if he is found to be strong in both body and mind, as well as pure of heart, he will be welcomed into the Order and given the title of **Apprentice**.

The Apprentice is actually considered ready to perform the duties of Paladin for the entire kingdom. He is allowed to undertake any quests that he sees fit to request, as long as he can convince the people in need of his ability to complete the tasks at hand. From this point on, the aspiring Paladin's key word should be experi-

ence. Accomplishing feats of daring and strength are the first and best way to improve one's abilities. The Apprentice who braves numerous and difficult feats will find himself growing in four key abilities: **melee** swordsmanship, **aiming** ranged weaponry, **seeing** and **detecting** the unseen.

As these four skills improve, the Order of Paladins continually tests the warrior; if he has shown proper increase in all four abilities, he will receive a new title to reflect his greater status. A higher title allows entrance into more and greatly intensified training regimens, creating more all-around personal development and ability. For this reason, the Paladin's ability to **move** quickly and **carry** heavy objects will increase, following an increase in status. After adequate improvements, the final, most prestigious title of **Paladin** is finally bestowed.

The Order of Paladin has developed an efficient and time-honored system for rating and bestowing titles, based on complex statistical analysis. Each aspiring Paladin is ranked in four areas: Melee, Aiming, Seeing and Detecting. Additionally, a system for measuring **movement points** and **maximum encumbrance** is used to chart each man's nimbleness and strength.

The two martial skills - **Melee** and **Aiming** - each need to achieve the same level to receive a new title. Similarly, **Seeing** and **Detecting** share a measurement of levels. The various ranks and requirements are compiled below.

Titles and Minimum Ratings of the Order of Paladins

Compiled in public for the first time by Nevs

Title	Abbreviation	Melee & Aiming	Seeing & Detecting
Apprentice	AP	0	0
Defender	DF	25	17
Guardian	GU	30	19
Warrior	WR	35	21
Veteran	VT	40	23
Champion	CH	45	25
Hero	HR	55	29
Knight	KN	65	33
Lord	LD	75	37
Paladin	PL	85	41

Quests of the Paladin

The goal of every Paladin is to spend his life protecting good and vanquishing evil. The noble Paladin fulfills this goal by organizing and completing **quests**.

Quests are carefully planned and organized, according to techniques and guidelines developed by the Order of Paladins. Unlike some common bands of warriors, Paladins do not simply wander the countryside, looking for random acts of violence to avenge. The Order of Paladins has developed this system in its search for ways to better thwart the ever-expanding darkness.

In all of the quests a Paladin undertakes, certain procedures are always adhered to. The first thing the Paladin does when taking on a quest is to carefully discus the situation with the people he is serving. This accomplishes two important things: First, information is gathered about the matter at hand, allowing the Paladin to draw up a "**briefing**" document that summarizes the quest for himself and the rest of his party. Secondly, this information allows the Paladin to define and list the exact **goals** of the quest, which ensures that the party's limited time and resources are spent solely on the important matters at hand. Throughout the quest, the Paladin keeps track of this list, and checks off those goals which have been achieved.

The selection of goals is always taken from this list of choices:
- *Rescue all prisoners held within the combat area*
- *Capture and hold all sentry posts*
- *Obtain all white scrolls*
- *Destroy all black scrolls*
- *Kill at least a specified percentage of your opponents*
- *Ensure all party members escape the area by the special Exit Pentagram*

Beyond this, there is little left to do but organize the people that will form the Paladin's party. *(Information on the **party** and **party members** will be given in the following chapter.)* Certain supplies are gathered to aid in leading the party, including the "briefing" and goals scrolls, and a map scroll to aid in exploring and navigating unknown terrain. Party members often bring their own special weapons and devices, or are given them by the Order.

Once the party is assembled and supplied, the Order of Paladins prepares to cast a complicated teleportation spell, using three enchanted *lodestones*. These lodestones, inscribed with stars, are used as transit points for the teleportation spell. Two stones are teleported to the site of the quest, to be used as **entrance** and **exit** points. Then, when all are ready, the party steps, one at a time, onto the "home" stone, and are spirited away into the fray. Those who survive will use the exit stone to return home.

The use of lodestones also imposes a **time limit** on every quest. Because of the nature of the teleportation spell used, a predetermined maximum time is set before the lodestones cease to work, and the party is abandoned. Careful management of time and effort ensures that the party will have enough time to complete the quest and leave the area. A party who exits the area without fulfilling all of its goals is considered to have **failed** in its quest.

A Note on The Campaign

Sometimes, either through prepared planning or unexpected misfortune, a single quest may expand into an extended campaign. Over the course of such a campaign, supplies can dwindle and party members may be lost. The extreme toll and challenge of this might prove too much to handle and control for an inexperienced leader; however, the Order trains its members to expect and handle such eventualities.

By breaking campaigns into individual, smaller *quests*, the immense may be understood as its smaller parts. Each quest has its own *briefing* and *goals*, which allow the Paladin to direct his party's efforts to vital tasks at hand for each part of the mission.

However, extra care should be maintained in a campaign to ration supplies and monitor the health of the party members. All actions should be directed towards the completion of the entire campaign, and not just for each immediate goal.

"If the planning and tactics of a quest are carefully prepared, then you're more than halfway down the path to victory."

- David the Diligent

The Party

"Only one kind of Paladin can survive all that Darkness will send to test him; and that is the Paladin who is part of a ***team****."*
-Lorielle the Just

While some may consider the Paladin to be a superhuman individual, he certainly cannot be everywhere and do everything at once. The Paladin needs to create a band of warriors that will follow his commands and aid him in his quests. This is the Paladin's party.

When a quest is over, the Paladin and his people will part company, knowing that in the next adventure, there will be new comrades ready to help. The lives of these warriors invariably lead down separate paths.

The allies you will likely find in your travels will be of four types:

The Swordsman

By far, the swordsman is the most abundant warrior in the world. Men of all ages, with motives as diverse as their abilities, have honed their own swords and honed their skill in quest after quest. While not necessarily as virtuous as the Paladin, they may be every bit as skilled, and will be valuable members of your party.

Swordsmen pride themselves on the quality of their weaponry. As such, the swordsman who lands a blow will certainly inflict **considerable damage** from his well-tended blade. Also, most swordsmen will have trained intensely, making them both **quick and nimble.**

Remember this: If the Paladin is the light that guides the party, then the swordsman is the burning flame that drives it.

The Ranger

Most rangers discovered at an early age that they are somehow attuned to the environment. As they matured, they developed a strong, emotional bond to all of Nature. This love of the land, coupled with the blatant injustices occurring upon it, drew them to their profession.

The Ranger's "attunement" manifests itself in different ways, the most spectacular being the ability to tap into the very magicks of the earth. These enchantments allow Rangers to **detect doors** hidden to normal vision; to **confuse** an attacker with strange visions; to increase their **speed** such as to avoid danger, and to camouflage themselves with their environment, giving them power of **invisibility**. The forces of the land are only for aid and protection; none of the Ranger's spells can be used to attack a foe.

Rangers know no greater thrill than to experience the land around them. It is for that reason that they stay **lightly armored**; a part of their makeup needs to be able to traverse the land easily — to remain close to it. They are still as able to inflict as **much damage** as a swordsman.

The Thief

A young Apprentice will likely want to have no part of these characters, having been taught to spurn everything indecent or illicit. However, as many experienced Paladins will tell you, to keep these rogues out of your party would be a grave mistake. Of course, it is true that nearly all thieves begin their careers without respect for others or the law, looking only for the quick and easy path to satisfaction. But the sorts of thieves who volunteer for dangerous Quests are those who have repented their seedy pasts; left with years of self-taught abilities, they have chosen to put them to noble use.

A thief's experiences have taught him that a stiletto in the back can be worth more than a two-handed sword. They therefore spurn heavy weapons, and **inflict less damage** in combat. They also wear **light armor**, like a ranger, having learned well the value of a quick getaway.

The Mage

Mages are like Rangers, in that they too realized at an early age that they were "sensitive" to their environment. But where the Ranger developed this sense into a love of the land, the Mage instead learned to draw upon the powers of the universe. A mage's abilities are many, but appear primarily in the form of **ten** spells, which are described in a later chapter.

Mages are also **lightly armored**, and carry weapons that inflict **little damage**. Having mastered the arcane arts, they have had little time or need to devote to the more mundane arts of battle.

Opponents

"Sorcerers. It had to be Sorcerers."
- Edward the Courageous, at the first Mage War

Many challenges await the young Apprentice, but most of them will appear in the form of adversaries. The opponents you will encounter will be of all shapes and abilities. Some will be human, with abilities similar to members of your own party. Others will be members of other races, or beings drawn from the darkest nightmares. This guide should help you be prepared for these creatures.

The Behavior of the Evil Mind

There is one constant among those consumed with evil; if you step close enough to become an appealing target, they will surely attack. Villains such as these will hold no quarter, or wait for a stated challenge; always remember that you are an immediate threat to them, and that they will treat you as such.

However, this is not to say that they are simple-minded fools. Your opponents will have agendas of their own. Most likely, they will want to protect the very things you have come to remove or destroy. Therefore, bear in mind that if an enemy can find no clear target for his aggressions, he will remain with the items you wish to take from him. This simple fact can be very useful in devising strategies.

The Bestiary

Fighters

These are the equivalent of your swordsmen, but tempted by evil at some time in the past. They will attack with crossbows and orbs of fire; some, corrupted by darkness, may even have gained the ability to cast mind stuns.

Sorcerers

Controlling the vast energies of magic is sometimes too much of a temptation for weak men; those Mages who fall into evil are known as Sorcerers. Having been completely consumed by darkness, their physical selves have no need for food or other cares. Thus most sorcerers are thin, shriveled forms who could not lift a sword, but are always protected and armed by fierce magicks. They are most often seen wielding Fireball and Mind Stun spells.

Icelords

These bizarre supernatural beings come from the farthest northern areas. Ruthless and cruel, they are only found in warmer climes when in the hire of some evil paymaster. They can project bolts of cold toward opponents at considerable range, but the very climate around us works against the fierceness of their attacks. One should still prepared for more than the average combatant.

Trolls

Trolls are the rulers of the underground, although many have been lured out of their caverns by darkness. These creatures are then indoctrinated, to spread the ways of evil among the surface-dwellers. As a race, they are skilled warriors, often attacking with orbs of fire and crossbows.

Dragons

The dragons you will meet on your Quests are young dragons, smaller and less experienced than the fully grown sort. (Most Great Dragons stay out of Human affairs anyway, and tend to barbecue anyone who tries to involve them.) Even so, these youngsters are among the most powerful and dangerous of opponents. While they have yet to develop the power of flight, their natural armor is strong, and they are able to attack with their fiery breath over short distances.

Giants

Brought down from the hills, these lumbering behemoths may lack something in the way of intellect, but they surely make up for it in raw, brute strength. Savage and powerful, they make fearsome opponents, and devoted minions of evil.

Gargoyles

Gargoyles are statues that have been brought to life by twisted, alchemical experiments. They are cold and emotionless, carrying out the instructions of their masters with clinical precision. They are not as powerful as a Giant, but are more than a match for the unprepared warrior.

Zombies

These hideous, shambling undead creatures are created by demented mages to carry out their evil deeds. They are amongst the most powerful and durable fighters you will encounter, since it is not the physical strength of their bodies that moves them, but the dark magicks that raised them from the tomb.

Spirits

These wicked phantoms are all that remain of long dead, malevolent creatures; they were so wedded to evil in life that their souls survived their demise. Being immaterial, Spirits can pass through any obstacle or terrain. They attack by scaring - a deadly assault equivalent to the sword blow of a Paladin.

Imps

These small crimson beings have perhaps the most frightening visage of all. That is due to their lineage; they are in fact a class of minor devil. Cunning and truly malevolent, they take great pleasure in inflicting pain and suffering. Fortunately, Imps are one of the weaker opponents you shall face.

Displacer Beasts

Displacers are weird, supernatural entities. It is unclear whether they evolved naturally, or were created by evil magic long ago. Their greatest hazard is that they always appear to be slightly to one side of where they actually are. Thus, you can never be sure where exactly to attack a Displacer, until you actually hit it. Fortunately, they are only slightly more powerful than Imps.

Doppelgangers

These incredible mimics can assume the appearance of any type of creature, an ability they use to befuddle their opponents. When first encountered, a Doppleganger will initially appear to be a creature of some other type. Only when it is damaged in combat, will it be forced to resume its natural shape. In any form, they are dangerous foes.

Nevs' Mystical Percentages

The percentages compiled below are based on years of statistical analysis, using information compiled by the Order of Paladins. They are intended purely as a comparison of the abilities of friends and foes, specifically those found to be a constant among members of the same class or breed. Of course, the actual percentages have no meaning in the real world!

PARTY MEMBERS	Armor	Sword Damage
Paladin	40	80
Swordsman	30	65
Ranger	15	65
Thief	15	45
Mage	15	35

OPPONENTS	Armor	Sword Damage
Fighter	30	65
Sorcerer	15	n/a*
Icelord	30	45
Troll	30	80
Dragon	65	90
Giant	40	80
Gargoyle	40	60
Zombie	30	70
Spirit	65	60
Imp	15	40
Displacer	30	45
Doppleganger	30	60

** I, Nevs, note that Sorcerers, being users of dark and vile magicks, never attack with mundane weaponry.*

Chapter Six:

Weapons, Potions and Magical Devices

*"The training a Paladin receives teaches him to spurn all material possessions; well, what is a **sword**, then? We'd all be dead without material possessions."*
- Thomas the True

*"He **really** likes his sword."*
- a close friend of Thomas'

There will be many times during your Questing life where a swift sword or spell will not be enough to win the day. More likely than not, your party will outfit themselves with a number of devices and possessions. Some are merely weapons of different sorts; and others are enchanted devices and potions, giving all members of the party magical abilities. The careful use of these items will make the difference between victory and sad defeat.

An Ancient Adage: Finders, Keepers

Many times while on a Quest, you will find other people's property littering the corridors and caverns of the land. The morally upright among you might find it difficult to condone theft (and who is more morally upright than a Paladin?), but by all means — **do it**. More often than not, the people you shall be dealing with are thieves themselves, or worse. Remember that they will hold no quarter against you, and that you serve no one by holding back against them. Work to get past your moral dilemmas, and exploit any opportunity that arises. Any bystander whose supplies you borrow will most likely be too grateful for the duties you are performing for them to complain.

Seek other Resources for More Information

All in all, there are such a wide assortment of devices for you to encounter, that I am unable to catalog them here. You will have to seek other texts for information on their capabilities. I am sure that such resources will be easily found.

Magic Spells

You will almost always hire mages for your party, and on the first few Quests, you might have difficulty controlling them. After all, where you would tell the average warrior to "Pick that up!" "Hit him with your sword!" or "Run!" — here is a person who will, at your command, hurl balls of flame from his fingertips! Obviously, the usual leadership techniques will not do.

It is to that end that I have compiled a list of the ten spells that mages are using today. They cover a range of abilities and purposes — most notably, they are not all just forms of attack. I advise you against restricting the role of Mages to that of "death-from-afar" — you would be squandering their many talents. Additionally, always remember the magical capabilities of your Rangers.

Information on the Ten Magic Spells

Complied with the help of several Mages

Spell	Movement Cost (to Cast)	Duration	Effect / Damage
Confuse	8	½ round	mislead opponent
Detect Door	10	n/a	reveal secret doors
Enchant Sword	5	5 rounds	+ 10% sword damage
Fireball	15	n/a	3x3 area, 90% damage
Fog of Evil	15	2 rounds	3x3 area, 10% damage through armor
Invisibility	20	2 rounds	cannot be followed or attacked
Mind Stun	10	1 round	Zero Vitality,Zero Movement Points
Shield	10	2 rounds	- 50% damage
Speed	20	1 round	+15 M.P. in next round
Wall of Flame	15	3 rounds	inflicts 30% damage through armor

A List of Magicks

Confuse

This enchantment, used by both Mages and Rangers, causes the target to hallucinate wildly. He may end up believing that his path is blocked to you, or that he cannot move towards you at all. This may be a good way of avoiding a battle that the party doesn't need.

Detect Door

Any area traveled by the party is colored by the faint energies of their auras, dissipating as they pass. The Mage and Ranger can, in casting this spell, receive a mental image of these energies, forming a sort of "map" to the area. Invariably, as this map shows the true contours of the space, all hidden doorways or passages will show up on this mystic map. Each party member is then enchanted with the ability to see the doors from that point on.

Enchant Sword

The weapon-mages that created the Magic Sword also developed this spell. It bonds to a favorite blade, such that it effectively becomes sharper. An enchanted sword, by my calculations, strikes for 10% more damage than normal. The effect disappears within five minutes.

Fireball

It will come as no surprise that this spell produces a ball of fire, causing great damage and destruction. Due to the tremendous energies unleashed in this attack, the fireball cannot be aimed. The mage faces where he wants it to go, and it flies straight away in that direction.

The explosion of a fireball will cause it to inflict ninety percent damage to an enemy, as well as to anyone, friend or foe, standing next to him.

Fog of Evil

This spell is one way to inflict damage over time. The fog of evil, like a fireball, hurtles forth in the direction the caster is facing. When it hits something, it explodes, expanding to cover the target, and anything or anyone next to it. The fog persists for two minutes before dissipating.

Anyone caught in the fog receives ten percent damage. As with a Wall of Flame, the Fog completely permeates armor, so that cannot reduce the damage. Additionally, anyone caught in or entering the fog will be blinded, unable to move until it dissipates. They will still be able to attack opponents they know are next to them.

Invisibility

This spell renders the caster invisible for no more than two minutes. While invisible, the caster cannot be followed or attacked. However, due to the nature of the enchantment, a Mage or Ranger can only cast this spell upon themselves.

Mind Stun

This spell, often used to subdue prisoners, removes all Vitality from the target. He will thus be unable to move. However, the spell works with a target that is within one's vision — it cannot be cast through closed doors or walls.

Shield

This spell creates a magical barrier, that protects the target from harm. A shielded character takes half the amount of damage they normally would in combat. The shield dissipates within **two minutes.**

Note this spell works differently than the similarly-named Magic Shield.

Speed

This spell "stores" the potential energy for movement within a party member, who later will add this energy to his current capabilities, giving him increased speed. The Mage or Ranger who casts the spell simply chooses which party member to be affected, and the deed is done. The target will soon feel the ability to do many more things in the same expanse of time.

This spell requires a rapport between caster and target, so a Mage or Ranger can only cast it on members of his own party. (As if you would want to give such an advantage to an enemy!)

Wall of Flame

When this spell is used, a fiery barrier springs up directly in front of the caster. The wall lasts for three minutes, and anyone passing through it takes thirty percent damage.

The mystical nature of these flames means that they pass through armor, and inflict damage as if the target was not wearing any. It is thus a more powerful weapon than you may think.

*"Let me tell you one thing. It is **very** unwise to aggravate a Mage."*
- Howard the Ex-Jester,
now Howard the Toad

Chapter Eight:

An Atlas, of Sorts

*"Where **are** we?"*
- Vaughn the Victorious, and
countless Apprentices before and after him

Among the many aids I have prepared, I had wanted to provide a comprehensive guide to the lands you will crusade across. But, alas, the places you will go and the things you will see are too numerous to mention, let alone catalog. In absence of such information, use these notes to help you judge the many kinds of terrain you shall encounter.

The statistics used for the table below are, again, only for comparison. They are based on the observation that some types of terrain are more difficult to cross than others; studying the lay of the land in this way might help you choose which direction to step when maneuvering in combat.

Yet More of Nevs' Stupefying Statistics

calibrated from Nevs' GeographiCalorimetric Transimeter — (King's Patent Pending)
(Note: "no" means the terrain cannot be crossed directly.)

Terrain Type	Movement Cost	Terrain Type	Movement Cost	Terrain Type	Movement Cost	Terrain Type	Movement Cost
Grass	2	Chest	4	Well	no		
Earth	2	Fountain	3	Firepit	no	Shepherd	no
Light Vegetation	4	Fireplace	3	Water/Earth	3	Wench	no
Heavy Vegetation	6	Bed	6	Water/Grass	3	Sentry Post	4
Rocky Ground	6	Dresser	6	Earth/Grass	2	Marsh	5
Rubble	5	Wardrobe	6	Water	no	Stone Floor	2
Stepping Stones	4	Table	no	Fence	no	Stone Wall	no
Stairs	6	Chair	4	Blank	no	Wooden Floor	2
Open Door	2	Entry Lodestone	3	Tree	4	Wooden Wall	no
Teleporter	6	Exit Lodestone	3	Farmer	no	Statue	3

Observations on "the Lay of the Land"

- Furniture will sometimes be an obstacle to your indoor adventuring; the largest pieces can obstruct movement completely. The potential for this difficulty is noted on the table.

- Sentry posts, often usurped as part of a Quest, are well-constructed, one-man buildings that protect their occupants to some degree. By my calculations, a party member occupying a sentry post will absorb only **four fifths** of the damage they would usually take from attacks.

- Teleport squares are another special case. These stone slabs have much in common with the Lodestones used by the Order of Paladins, but usually have a much shorter range. A teleport square is enchanted to send the person who stands upon it to a predetermined destination, anywhere in the area. You will often have to use this uncertain mode of transport to succeed in your Quest.

- Always remember that what is an obstacle for you, is also an obstacle for your opponent. Use the terrain to your advantage, whenever possible.

Afterword

I, of course, do not know you. I do not know your physical strength, your stamina, or your skill with a sword. And more importantly, the thoughts and feelings that have drawn you to the life of a Paladin are also unknown to me. So I cannot say which of you reading this book are qualified for the honor and challenge you seek.

You must look into your heart. Are you looking for glory – do you think that becoming a Paladin is the quick road to fame? Do you have something to prove – are the dangers ahead of you nothing but a mammoth test of your strength and manliness? Or, is your desire to become a Paladin actually vengeance, masquerading as a just cause? You must ask yourself these questions carefully.

The life of the Paladin is a difficult and dangerous one. But many believe, and rightly so, that if the heart of a Paladin is truly devoted to justice and devoid of false pride, that no challenge will be too great for him to overcome. Dark empires will fall at the feet of the noble Paladin, whose righteousness is a wonder to behold. Only you can say if you are ready for the challenge. Only the pure shall prevail.

Humbly,

Neus Mofbard

Impressions

OMNITREND
SOFTWARE